```
WAL::Wal
                      + shouldClose
                      + timestep
                      _systems
                      _scene
 WAL::ISystem
                      + getScene()
                      + changeScene()
                      + addSystem()
+ update()
                      + addSystem()
+ fixedUpdate()
                      + getSystem()
+ getView()
                      + removeSystem()
+ ~ISystem()
                      + run()
                      + Wal()
                      + Wal()
                      + ~Wal()
                      + operator=()
                       run()
                         # wal
   WAL::System < LobbyComponent,
       Drawable2DComponent >
   + ~System()
   + System()
   + getView()
   + onUpdate()
   + onFixedUpdate()
   + onSelfUpdate()
   + update()
   + fixedUpdate()
   # System()
   # System()
   # operator=()
          BBM::LobbySystem
         + colors
         - _colorTaken
          rayColors
         + onUpdate()
         + onSelfUpdate()
         + unloadLobby()
         + addAI()
         + removeAI()
         + LobbySystem()
         + LobbySystem()
         + ~LobbySystem()
         + operator=()
         + addController()
         + createTile()
         + playersAreReady()
         + switchToGame()
         _canJoin()
         nextColor()
```